

A.S.L.U.G.

ADVANCED SQUAD LEADER UNION of GAMERS

ISSUE THREE JUNE, 1993

THE SOURCE FOR ASL NEWS



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ASLUG is asking for *original* scenario designs; series replays of ASLUG scenarios; Tactical Guides for any scenario that the author feels is a good tournament scenario; Tournament listings and After Action Reports; Tournament Victory reports; and ASL tactical contests. Submissions should include a designer's notes article similar to the ones printed in this issue. Scenarios that are selected for printing will include designer's name displayed on the scenario itself. Designers of scenarios that are selected for printing will receive one free issue of the ASLUG newsletter.

ADVANCED SQUAD LEADER, BEYOND VALOR, PARATROOPER, YANKS, WEST OF ALAMEIN, PARTISAN, THE LAST HURRAH, HOLLOW LEGIONS, CODE OF BUSIDO, GUNG HO, CROIX DE GUERRE, STREETS OF FIRE, HEDGEROW HELL, and RED BARRICADES are registered trademarks of the Avalon Hill Game Company.

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Subscriptions to ASLUG will be increased to \$30/year US and Canada & \$36/year foreign for 12 issues. This increase takes effect July 1st. Back issues are available for \$4.00 per issue. ASLUG will be mailed on the first day of each month. Make all checks payable to Gary Fortenberry

Tournament Coverage

Tournament Directors are encouraged to send in any information on their tournaments as soon as possible. Early release of information usually yields greater attendance.

AUSTRALIAN SCENARIO HANDICAPPING

All ASLUG scenarios will have the Australian scenario handicapping system as a standard feature. Any scenario submitted to ASLUG should have these handicaps included. Several ASLers are presently working on devising handicaps for official Avalon Hill scenarios, which will see print in FFE. These efforts should give some neglected scenarios a second life.

The purpose of this article is to explain the workings of the handicapping system.

Each scenario will have six levels of handicap bidding.

Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

If players choose different sides, each plays the side and the Handicap level chosen.

If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid; High DR plays the other side at level 0.

It is important to note these are HANDICAPS, the higher the bid the more you GIVE UP.

The above Handicapping rules will be printed in each issue of ASLUG, The purpose being to familiarize players with this fine variant. It has little or no effect on actual game play, yet has a dramatic impact on scenario and side choice. It is an excellent device for tournament play.



MAIL CALL

(Letters to the Editor)

Most of the letters I have received since last issue are subscriptions and/or praise for the magazine's contents. I don't want to appear to blow my own horn too much, so there are no letters to the editor in this issue. I would like to have a few letters with contents more suitable to print. I do not believe readers wish to see the types of letters I have thus far received, not that that authors of these letters submitted them with hopes of seeing them published. Consider this my call for letters written with an eye towards publication.

Thanks,

Fort



Designers Notes:

ASLUG6 - Shoot-out At Singling

Guy Chaney

Shoot-out at Singling was originally developed for use at Atlanticon '92. Three of my other scenarios from that tournament appear in the 93A Annual. SAS, unbeknownst to me while I was working on it, simulates the same action as Last Act in Lorraine. That scenario already appears in two versions, original and Deluxe, a third was not wanted for the Annual. I like Shoot-out At Singling better than either of the Last Act versions however, so I sent it to Fort for ASLUG. It was never my intention to redo an old ASL scenario, in fact I feel there is little need for that sort of thing, but once the scenario was completed I felt it would be a waste just to toss it out. SAS is actually only a representation of the battle at Singling anyway. The scope of the fighting was much larger than the scenario simulates. This is true of most ASL scenarios, but maybe more so in this case.

Mike McGrath helped me with the playtest of all the Atlanticon scenarios. This one gave us the most trouble. We wanted to do the situation justice as a simulation, while also developing a playable, tournament size scenario. We feel we accomplished this goal.

The fighting at Singling would make a good monster scenario. The Germans were holed up in the town, as depicted in SAS, but also had several Panthers off on a ridge lending 75mm fire to the bat. There was more than one Panther in the village its. also. Backing this was German artillery which actually carried the battle of the preceding day. The Panthers moved off the ridge and down into the battle when easy targets were no longer readily available. In SAS, the reinforcing Panther represents one of these vehicles. The US, in addition to having a much larger number of tanks and half-tracks, was also supported by liberal artillery fire. A group of Hellcat Tank Destroyers were also present on the hills overlooking Singling. Including all of these elements in the scenario would indeed make it a "Monster" battle. We were using the scenario in a tournament setting, so the scale had to be kept manageable. The German artillery eventually drove off the Hellcats, so they were not included. We found that a larger number of vehicles on both sides tended to slow play dramatically while adding little to the flavor of the scenario. Gads of US half-tracks running all over creation was rather annoying, even for the US player. I've always felt that at a certain counter density ASL passes from being an enjoyable game to a tedious chore, this is especially true of scenarios with lots of vehicles. Keeping track of acquisition, ammo depletion, etc. while also moving them all each turn can grow tiresome. A vehicle's move takes much longer than a squad's to think about and execute. Monster scenarios *can* be fun, but you have to be in the mood for one. They also make great multi-player affairs. In the end we decided to go with fewer vehicles for each side. We kept several different types to give the scenario some character. The artillery was also deleted from each OB. The US player tended to Smoke up the map with White Phosphorous for the entire scenario, not what we were looking for. We left in the two WP-FFE's to give the US some cover on the way in, which was historical.

The terrain changes in the SSRs were done to allow the vehicles to move about through the town more freely. This was a fluid battle, especially at the outset. The terrain changes give the vehicles of both sides more options. It also helps to prevent the terrain from excessively channelizing the US attack. The Germans receive a HIP squad through a SSR also. I always give the defender some HIP status in a scenario. I feel it is realistic to have some Defenders HIP. I would like every scenario to allow a set Defender some HIP.

At first glance, most people feel SAS to be pro-German. It is actually even, but the US player must play smart and take advantage of his mobility. If the US try to pile drive into the Germans, hitting them at one point, the Germans will bloody your nose for you. The German's main weakness is having to cover a broad front. Therefore, the US should attack across the entire area allowed. Spread the Germans out and use your tanks to achieve local superiority. The half-tracks can look for an opening in the German defense and then scoot in to deposit a platoon in a weak area. The US is very mobile, and six tanks represent a lot of firepower and Smoke generating ability. Don't forget to use those Smoke mortars. The Panther and JgPz are individually superior to the Shermans, but are outnumbered by a 3:1 margin. The Shermans can easily kill the German AFVs from the side/rear, and are especially equipped to do so. With their special Gun Duel abilities (see *US Vehicle Note R*), gyro stabilizers, and the 9-2 Armor Leader, the Shermans may surprise a German convinced of his AFV's invincibility.

The German should keep his AFVs back in the town where infantry can protect their flanks. If the Panther comes onto board 17 to challenge the US, a clever US player will pull out his bag of tricks and nail the Panther in short order. Some of these tactics include: Maneuvering for a side shot to take advantage of the low US Gun Duel modifiers: Using Smoke mortars: Motion attempts: and massed tank tactics. All of these "tricks" should be used to take out a prowling Panther. If the German AFVs hang back in the town, pressure them with Bazookas. Blitz the town with your own AFV's at a spot where there is no enemy armor. They will be forced to come get you. Keep your infantry close to your armor once into the town. This will help keep the PF totting German squads off you.

In general, spread out, keep moving, and look for weak spots. This scenario is a good test on how to handle an Armored Infantry assault. I would not rate it as a great scenario, but it is good and worthy of play.

The Next Hill:

Issue #4

- Designer's Notes: *Hart Attack*.
- Condensed Replay: *A Tough Nut To Crack*
- Replay #3: *One Step Forward*
- Two new Scenarios:
 - *Hart Attack*
 - *Hara's Horror*
- Other Articles on the play of AH's *ADVANCED SQUAD LEADER*.



Designer's Notes:

ASLUG#3: A Tough Nut To Crack

Gary Fortenberry

A Tough Nut To Crack was one of those scenarios that changed very little from the original draft. It played so well in the original version that I thought it needed no changes. After speaking with several playtesters it was decided that the Japanese needed just a little beefing up. I added a DC, an ATR, and changed 15 Foxholes into 6 Foxholes and 6 Trenches. To tone down this addition to the Japanese, I changed SSR # 4 to force four 1-3-5 PBs and one 2-3-5 PB to set up on board non-HIP. Tunnels were also eliminated due to the softness of the ground and the relation to sea level of the battlefield. These changes polished off the scenario and it is one of my favorite designs.

The scenario plays a bit long for tournament play (around 5.5-6 hours). I would only play it in a tournament in which time is not a limiting factor. ASLok or AVALONCON would be an ideal setting. Most ASLUG scenarios will be around a 3-4 hour playing time as this is the best length for tournament play.

I like to play the Japanese in this scenario, not because I think it is unbalanced in their favor, but because I like their situation. The Australians are extremely tough and have a ton of firepower at their disposal. The only way to beat them is to use all of the Japanese special abilities to the maximum effect.

I would rate this scenario as difficulty level 9 or 10 as far as the Japanese side is concerned. As the Japanese a player must use his TH-Heroes, DC-Heroes, HIP bonus, concealment and CC bonuses to hurt the Aussies as they grind forward. Most attackers will advance up board 35 with the added benefit that threatening to capture the plantation yields. As the Japanese you must not give in to the temptation of stacking everything on board 35 to impede the Aussies advance, while setting up all your dummies in opposition to an advance on board 37. The Aussie may not oblige by attacking up board 35. While the terrain he must traverse on board 37 is difficult and will preclude his armor from supporting this advance, he may try to win by blowing by your dummies with just his infantry and could catch you with your pants down. This is not to say that board 37 needs a heavy commitment, quite the contrary. A few squads and a crew manning a mortar along with a LMG or two for fire lanes should be sufficient. The buildings are very important and the Aussies should be kept out if at all possible. The Victory Point bonus received for their capture makes them a very lucrative objective.

Another extremely important objective, second only to keeping the Aussies out of the plantation and preventing his exit, is to kill the Stuarts. You have hidden TH-Heroes, DC-Heroes, and ATRs to help accomplish this objective. While the attacker must provide maximum protection for his AFVs, sooner or later you will get an opportunity to hurt one of them and you must not pass it up. If the Aussie gives you an opportunity to attack a Stuart in CC, do not pass it up, even if by doing so you will probably lose the attacking unit in the next turn. The tanks are what keeps the Aussie in this game and the mechanics of attacking a Pillbox with AP rounds is the key to reducing Japanese Pillboxes. Bamboo hexes are great places to set up ambushes and pillboxes. They are difficult to enter and search, therefore you may be able to lie low until the Australian advance has passed you by and then wreak havoc in his rear, preventing routs,

eliminating/DMing broken units, or even attacking a tank previously thought in a safe position.

Don't ever give the Aussie a free shot at a stack of your guys. There is no need to stack and if you do you are only inviting disaster. A clever set up of fortifications will give the Aussie headaches and should allow your force to move around with more freedom than the Attacker.

The Aussies have, at first glance, a fairly straight forward task. They must have exited 12 squad equivalents off the north edge by game end. They receive bonuses for destruction/capture of enemy Pillboxes and control of building locations. Conversely, they pay a penalty for losing AFVs. Loss of an AFV is a double penalty because of their great effectiveness on the attack. While the Allied game plan may seem simple and straight-forward, there are several tough decisions that must be made at game start. The first of these, after looking at the Japanese set up, is the decision as to where the main attack will fall. While the plantation is close to the exit area and capture of all its buildings yield exit bonuses, you must not ignore the possibility of the main attack going up board 37. In any case you should delegate at least a platoon to the task of advancing up board 37 and clearing out any Japanese Defenders. After accomplishing this they could then wheel to the attack on the plantation or exit for the VP.

Your AFVs are the most important unit you have, they are crucial to the attack and should be well protected. If you carelessly lose these in the early going, you are probably going to lose the game as well. If you can park them next to a Pillbox, out of the Pillboxes CA you can fire AP round after AP round into the PB Defenders until they are reduced to a pile of rotting meat. After acquisition, a CH will be generated on a 6 or less if BU, deadly indeed.

The artillery should be used as Smoke to aid the advance unless you can catch a bunch of Japanese in the Orchard where the Air Burst DRM comes into effect. There are many other uses for the Arty, such as Harassing Fire in the Orchard to cover an advance up board 37 and discourage a Japanese counter-attack on your flank.

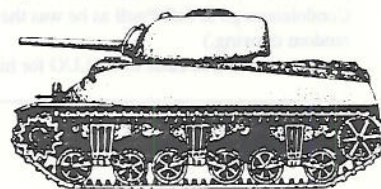
In conclusion, I hope you are all enjoying the ASLUG scenario offerings. If any of you wish to do a series replay drop me a line. I would very much like to hear from you and any new face writing for ASL is enthusiastically encouraged.



Winner

ASLUG TACTICAL CONTEST #1

As no correct answers for this contest were given and I wish to get rid of the extra CDG prize, I will wait until issue four to resolve the contest. So, send in your answers.





Winner

ASLUG TACTICAL CONTEST #2

Guy Chaney

The following is Guy's solution to Contest #1. Several readers sent in results which were very close to Guy's solution, none correctly identified the CVP totals for each side at Game End.

RPh

- (1) 10-3 gives DC to 6+1

PFPh

- (2) LMG/247 @ M2.0 6+3
(3) FT @ M2.0 12+0 1MC Encircle M2.0
(4) 1MC 8-1 Break
(5) 1MC 447 Break
(6) 1MC 447 Break
(removes encirclement of 10-3/6+1)
(7) 9-1/467 @ N3 PTC (emplaced +2)
(8) 228 PTC Pin

MPh

- (9) 10-3/DC/6+1 Assault Move M2.1.
Place DC in M2.2
(10) 237 - N1,O2,O3

DFPh

None that matter, The MMG/447 can get a PTC vs the FT/467, a PTC vs, the 10-3/6+1 or a NMC vs the LMG/247. The best result is a Pin on the LMG/247. The pinned crew cannot hit any enemy units.

AFPh

- (11) DC vs. M2.2 30+3 2MC
(12) MMG/447 2MC Break

RtPh

- (13) 8-1 447 447 surrender to LMG/247
(14) 447 M2.2 surrenders to 10-3/6+1

APh

- (16) 9-1 FT/467 - N3
(17) 237 - N2

CCPh

- (18) 9-1 FT/467 capture Pinned 228
(since hex is now German controlled the Gun will count as captured at Game End)

RESULTS

German Win
Russian CVP 0
German CVP Prisoners 8-1 447x3 228 (20)
Gun (4)
Total (24)

(I am not sure the GUN can be considered captured solely by reason of being unpossessed in an enemy controlled location at game end. Nevertheless, only one other person came up with the same solution as Guy, sans the GUN capture. Both names were placed in a box and the winner was drawn at random. Condolences go to Jeff Paull as he was the loser in the random drawing.)
Guy receives a free issue of ASLUG for his solution.

TOURNAMENT NEWS

Reporting ASL tournaments to its readers is the main purpose of ASLUG. Any tournament news will be printed. Tournament Directors are encouraged to send in their tournament news as earlier as possible.
(*) Denotes ASL tournaments which the Editor has personally attended and recommends highly.

*****AVALONCON 1993 THE NATIONAL BOARDGAMING CHAMPIONSHIPS

August 5th-8th, 1993

Baltimore, MD

For More info send an SASE to:

The Avalon Hill Game Company

4517 Harford Rd, Baltimore, MD 21214

*****ASL OKTOBERFEST 1993

Columbus Day Weekend - Cleveland, OH

Contact:

Bill Conner

P.O. Box 4114

Youngstown, OH 44515-0114

1-(216) 797 9009

1st Annual NORTHERN LIGHTS

ASL TOURNAMENT

Camelot Apartments Party Building

7520 Jersey Avenue N.

Brooklyn Park, Minnesota

June 11, 12, & 13 1993

Both Tournament play and Open Gaming will be available in this Great White North ASL gathering. Prizes will be awarded to First and Second place finishers. A door prize will also be awarded. In addition to the prizes above, we have tentatively made plans to offer the overall Champion a free one-night's lodging at this years AVALONCON.

Registration Fees are \$10

Contact: Steven Katz

1(612) 928 9335

ASL SUMMER WARS '93

Comfort Inn, Mechanicsburg on US 11.

6325 Carlisle Pike

Mechanicsburg, PA 17055

1700 June 4 - 1900 June 6, 1993

Tournament play using the popular unstructured format Fish (GROFAZ) first introduced to the ASL world at ASLOK (it ain't ever been the same since).

Contact: Kevin Meyer

133 E. Maple St.

Palmyra, PA 17078

1-(717) 838 1911

ASL at GENCON '93

Milwaukee, WI

August 20

For More Information contact:

David Dally

901 Oeffling DR.

McHenry, IL

(708) 497 9033

*****ORIGINS '93

Tarrant County Convention Center,

Radisson Hotel & Ramada Hotel

Fort Worth, TX

July 1-4, 1993

ASLUG is proud to host all of the ASL events at ORIGINS '93. There are 3 separate tournaments, ASL Swiss, Single Elimination, And Deluxe Modified DYO. The Single elimination tourney is broken down into four 16 man brackets, once a player is eliminated he may register for the next starting bracket (if space is available), or play another game. The four finalists in each bracket will go head-to-head in three rounds for all the marbles. Swiss tourney participants must complete five games of ASL before Sunday. All comers may participate in the Swiss, but SE is limited to the first 64 registrants. A Sunday special DYO tournament using guidelines developed from a wildly successful pick-up game at ASLOK '91 will provide entertainment for 8 ASLers. The prize for best performance is a secret, but I think the winner will be pleased.

Hope to see you all there.

TACTICAL BRIEFS

This column is devoted to do and don't hints. Contributors will be promoted at the rate of 1 rank per 5 printed hints.

Don't let your opponent examine your stacks to which he has no LOS. As per the rules he has no right of inspection, and allowing him to verify the CVP total or the number of a particular type of unit you have remaining can give away much more information than is apparent at first glance. For example; in a recent playing of *The Guards Counterattack* my opponent blithely began counting up the number of good order squads that were remaining. When he began counting my units to which he had no LOS I asked him to stop. He said they were not concealed and he needed to know how many units he needed to break to get a win by the 3:1 ratio method. I replied, "Exactly" and would not let him examine any units to which he had no LOS and thus no Right of Inspection. I do not feel this is deceptive or sleazy in any way, it is merely using the rules as written to add a little fog of war.

- Pvt. Bill "FISH" Conner

Almost never pass up a shot with an AT weapon just because it is very unlikely to hit or kill the target. You might get lucky and all things being equal the To Kill number will likely never get much better. Besides, that ATR may roll a Critical Hit. If you happen to break the weapon, it was unlikely to kill the target in any case and now you can get about the business of looking for something else to do to the tank.

- Pvt. Sam Dunn

Always look for a chance to immobilize that unkillable armored monster. Often immobilization is as good as a kill, especially in the case of a non-turreted AFV.

- Pvt. Sam Dunn

Among the many uses of Smoke and WP is to impede the enemy advance. If an enemy unit needs every MP/MF to reach an important location or exit hex a few smoke rounds in the path of advance could be a game winner as it adds an extra MP/MF to each hex entered. In light of this an OBA Smoke missile could make the MP/MF cost of an area prohibitive. Some enemy units without double time, and double timing carries risks of its own in CC.

- Pvt. Harry Wells

ASL TEAM TOURNAMENT

Memorial Day Weekend, 1993
Austin, TX

Over twenty ASLers gave up their Memorial Day weekend to attend Mike Senigen's First Annual ASL Team Tournament in Austin, TX. I don't believe anyone was disappointed in Mike's event. The facilities were first rate, and Mike's format was excellent. The trophies were the most impressive I have ever seen for a game tourney. A 10" bronze cast of an advancing US infantryman was the trophy awarded for the Team MVP. The recipient would be the person with the best overall record at tourney's end. Mike also provided the same type of trophies for each member of the winning team, except the casting was of a paratrooper descending to battle. These were very well done and extremely heavy. The winning and second place team were also awarded their choice of any Avalon Hill ASL game, overall a most impressive prize list.

Play began promptly at 6PM on Friday, with 5 teams in attendance. A few more teams were formed as others arrived later in the evening. Each game played against a member of another team counted in for the Team overall score. Wins were worth one point and a loss subtracted a point from the team score. This led to much jockeying for position and promoted team spirit as individuals cheered on members of their team, and in some cases' members of opposing teams involved in a spoiling match.

Team names were encouraged to add individuality and color. Some Team names I can remember were: The Cellar Dwellers (Obviously this team preferred Red Barricades), Boxcar Express, and Asluggers. The Asluggers battled Mike's team for first on Friday and Saturday, with the lead swinging back and forth with tension-heightening regularity. On Sunday the Cellar-Dwellers made a run for the gold as the crept from their cellars and posted a +3 overall score to challenge the Asluggers for the lead. As the Cellar-Dwellers late round rally was achieved over the bodies of Team Mike, the only obstacle in the path of these creatures of the dark underearth was the valiant Aslugger, Russell Mueller who took on one of the Dweller's in a game of Shklov's Labor's Lost. Russell pulled it out as the German with a last turn victory. The Asluggers took the gold (or Bronze) and breathed a sigh of relief.

Mike's tourney was a blast and the most fun I have had since ASLOK. I recommend all who can, to form a Team and plan on attending next year.

The Asluggers will be waiting to defend their title against all-comers.

ANNOUNCEMENTS

ASLUG Issues #4 & 5 will be mailed after Origin's and Avaloncon Respectively. This will allow the inclusion of Afteraction Reports from to major ASL events. I hope this slight delay is not an inconvenience.

The promised replay of A TOUGH NUT TO CRACK was delayed and will be included in Issue #4 in a condensed form, along with a regular Replay of ONE STEP FORWARD.

*Thanks for your patience and support,
FORT*

ASL Mayfest at Enfilade 1993

Lynnwood, WA

Fourteen players from Tacoma, Seattle, Puyallup and as far away as Spokane converged on Lynnwood, Washington for the second annual ASL Mayfest Tournament at Enfilade. Bragging rights were at stake, as the gentlemen from the west side of the state issued a challenge to the Spokane guys of the east side. Defending champion Jess Ward answered the challenge, stepping out of his B-52 and into his automobile and driving 300 miles to Lynnwood. Jess and his sidekick Robert Wolkey, publisher of Fire For Effect, used the 300 mile drive to brush up on the current ASL Q&A recently published by the ASLUG newsletter.

At 9:00 a.m. Saturday, May 22 Jim Roche the tournament director supplied players with a list of sixty-five scenarios. After initial pairings during each round, matched opponents rolled two dice. The player with the lowest DR would get to choose the scenarios, while the other player would then choose a side. Just about every tournament sized, Avalon Hill published scenario was on the scenario list (except for Blazin' Chariots, thank goodness!).

Mayfest at Enfilade II surrounded by hundreds of miniatures players was noted for three 'super' sets. Bill Owen brought his Super Deluxe ASL set and ran a scenario that he recently created. With his deluxe set, he is able to reproduce 20 of the 41 boards. The other two super sets were complete sets of ASL counters mounted on magnets! Al Davis color photo-copied his counter sheets and glued them to magnets, while Richard King dipped his counter sheets in scalding water and peeled the fronts and backs off! Both sets used unmounted mapboards played over sheet metal.

The first two rounds saw fast and furious action and three players emerged from the pack undefeated. Defending champ Jess Ward was paired with newcomer Del Martinson, while Robert Wolkey had to defeat Steve Zundel to force a championship match, or the winner of Jess and Del would take first place. In the first match Steve Zundel of the rogue ASL GAP fame, chose to play the Italians in Bridge To Nowhere. He impressed onlookers with his rules knowledge and passed out the most current copy of his splendid GAP. Steve's knowledge could not compensate for his luck, as a 2+1 attack broke a stack of three MMC and a leader trying to cross the river at the fords. This proved to be the telling blow as Robert took advantage of the loss of Italian firepower to hold off the other charging Italians at the bridge. Robert, now 3-0, awaited the victor of the Ward/Martinson match. Del won the choice of scenario DR and chose to play Liberation of Tulle. Interestingly enough, this was the scenario that Jess won as the Germans in last year's championship match. This time Jess decided to take the Partisans. It proved to be his undoing as Del used a fine fallback defense to keep Jess at bay. Jess was unable to break the German conscript squads and his last chance push died in close combat.

In the championship match, Del won the scenario DR and chose to play The Gauntlet. Robert decided to take the Norwegians. Del used an attack up the middle, took to the heights and successfully cut Robert's forces in half. Del pressed his advantage and swung his attack to the east side of board 2. With only half of his forces to hold off the brunt of the attack, Robert began to retreat his forces on the west side to the North, hoping to get them into position to

stop a potential German breakthrough during the last turns. Del continued to press forward, but Robert was able to patch his defense with newly arriving reserves from the west side. The final German thrust came, but Robert's combined forces were able to stop Del short of the exit hexes.

With the victory, Robert insured that the Mayfest championship would stay on the east side of the state...at least until next year.



STANDARD TOURNAMENT ASL RULES

v 1.0

Welcome, fanatics, to another zesty issue of ASLUG. In this article I have tried to come up with a universal list of standard ASL tournament rules that will hopefully be used by all the tournament directors. Most of the following you will have already seen if you have attended Ocktoberfest, The ASL Open, or many other smaller tournaments. The goal is to have all the tournaments on the same wavelength when it comes to rules that are poorly written, confusing, or ambiguous. I will also include the rules that I think are needed for tournament play. Some of these will change the ASLRB but are the way the 95% of the ASL players attending tournaments are playing the game. As I expect this to be an evolving list I will call this version 1.0. I would like input from all players and will include my address at the end to send your suggestions, comments and ideas. I cannot encourage you enough to try to attend as many tournaments as you can. They are a great time enjoyed by all. I constantly read how cutthroat they are, but rarely have I found that to be true. It is just plain fun to get together with 100+ people who enjoy playing ASL, rolling dice and drinking beer all weekend long. If only the Swedish Bikini Team would show up. I hope all the tournament directors will use this list and may copy it as needed. If you feel part of it is wrong or in error, please write Fort or me explaining why and hopefully version 2.0 will be better. I sincerely hope this list will clear up some of the rules arguments at tournaments and will stop some sleaze tactics.

Send all comments to:

Mike McGrath
11616 Springhouse Place
Reston, VA 22094

Good gunning, and I hope to see you at a tourney soon.

Readers are encouraged to aid in developing this project. Please send comments to ASLUG as well. Thanks.

STANDARD ASL TOURNAMENT RULES
v2.0

1) All optional rules shall be decided upon prior to the start of the game. For future reference and to avoid possible confusion, players should record the exact Optional rules in effect. The IIFT is optional and will be used only if both players agree to it. As a caution, players unfamiliar with this variant should study the changes and be aware of the fact that use of the IIFT it will have an effect on the game (in some cases a dramatic effect).

2) Good sportsmanship shall be displayed at all times. Both players should help pull out and replace game pieces, etc.

3) Dice should be rolled into some kind of container that allows both players to easily see all rolls. Standard size dice shall be used. If either player desires both players shall play with the same dice.

4) After every roll the player rolling the dice shall announce the game result of that roll and give his opponent time to dispute his call before the next roll. For random selection rolls the player rolling shall announce prior to the roll which die is for which unit. Once each player has announced his particular system for random selection (ASLRB, red dice for top, red die for best, etc.) that system shall be in effect until that player specifies otherwise.

5) All sniper/OBA counters will be aligned such that the "1" printed on said counter corresponds with the printed hex designation. If the direction of error/location DR causes the counter to move to another board with a different alignment, the counter shall be realigned after resolving the event causing the counter to be moved.

6) A2.5 ENTRY - If a player forgets to set up off board reinforcements on a turn that his units must enter, and the error is noticed before the directly preceding MPH, he shall immediately set these units up to enter in the MPH (for vehicles) or APH (for all others). An Air Support reinforcement dr forgotten thusly is forfeit until the next available reinforcement phase. If the error is noticed later the units shall be set up in the immediately preceding eligible RPh.

7) A2.9 SETUP LIMITATIONS - After setup but prior to the first wind change DR both players should insure that all setup has been done correctly. After the first wind change DR all non-Hip setup is final and A.2 takes effect. If a player violates his setup rules with a unit, fortification, or any otherwise illegal HIP placement the following applies: As soon as he realizes his HIP placement was/is illegal he shall inform his opponent of exactly what has happened: All units, fortifications, tunnel entrance-exit, etc. set up outside the setup area will be eliminated and will count as if destroyed for VC. All units, fortifications, tunnels, etc. set up in the setup area but setup illegally shall be eliminated and count for VC. All units set up legally but not revealed when they should have been (fortifications, HIP guns not in concealment terrain, NON-EMPLACED guns may never set up HIP (EXC SSR)) shall be eliminated and count for VP normally. Units set up illegally inside their setup area by virtue of a non-existent vertical level shall be placed on map concealed in the ground level of such hex. If the non-HIP player has already entered that location or is adjacent to that location the units are eliminated and count for VC.

8) A10.531 OPEN GROUND

a) LOSS/GAIN, Normal Range is 16 hexes.
b) Changing CA/BU does not prevent target's concealment loss.

c) A10.531 Line 4, Delete; without any positive DRM. FFMO is canceled only by:

1) TEM

2) LOS hindrance (NOT LV. A4.6)

d) INTERDICTOR - Canceled by any positive DRM (EXC: LV)

9) A12.11 KNOWN/DUMMY ENEMY UNIT - Dummy stacks may split or combine normally. You may never have a single concealment counter in a hex (EXC: Night and RB Reserves).

10) A12.3 HIP/PRE-RECORDED INFO - This section is *required*, do not ask if your opponent wants to play this way.

After recording HIP/PRE-REC. Info on a piece of paper, rip off a corner and give the corner to your opponent. Place the paper with the recorded info under the board edge and in no other place (a corner of this paper should be visible to both players at all times). After verification, or scenario end, match corner piece to info sheet. If there are any discrepancies try to resolve them in a sportsmanlike manner. If the result makes a significant change in the game, the TD will decide if the player in error will forfeit.

11) A12.3 HIP - After any HIP unit is placed on map, the player with the HIP unit shall immediately show his opponent all relevant pre-recorded information on the that unit. This rule is not optional and shall be done without any questions being asked. It is suggested that the person with the HIP unit write down HIP info with a couple of lines between entries to avoid revealing extra info. This rule is to insure that HIP units are placed on the map board correctly, more than one unit has been placed in wrong hexes, with incorrect CAs, etc. by accident.

12) A26.12 BUILDING CONTROL - The last player to have a Good Order unit in the Building with no other enemy units in that Building has control of that Building.

13) A26.3 EXIT VC - Prisoners do not count double as exit VC, unless stated by SSR.

14) B6.0 - BRIDGES - Bridges are considered level one for LOS hindrance through the bridge. No player may take any action to harm a bridge unless attacking an enemy unit on that bridge, or the scenario SSR allows the bridge to be attacked. If not sure ask the TD about this before choosing sides.

15) B28.5 AT MINES - Players may not make fake AT Mine rolls (or any other fake DR/drs for that matter) when vehicles enter a Hex. You may only make a roll if you have 1 or more AT Mines in that Hex.

16) C11 - GUNS AS TARGETS - When shooting at a GUN hex using Area Fire, do not consider the target size of the Gun except for fire to hit that GUN (EX - When firing Smoke/WP at an 81mm mortar hex, do not count the small target size of the mortar that would make it harder to hit).

18) Australian handicap provisions shall be used to choose sides for all scenarios.

AUSTRALIAN SCENARIO HANDICAPPING

Each scenario will have six levels of handicap bidding.

Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

⇒ If players choose different sides, each plays the side chosen at the Handicap level chosen.

⇒ If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

⇒ If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid, High DR plays the other side at level 0.

It is important to note these are HANDICAPS, the higher the bid the more you GIVE UP.

THE ADVANCED SQUAD LEADER OKTOBERFEST

October 7,8,9,&10, 1993

Quality Inn 16161 Brookpark RD., Brookpark, OH
(216) 267 5100

Yes, Comrades, it's time again to prepare for the ASL Oktoberfest, that annual weekend event promoting Avalon Hill's Advanced Squad Leader game system., where ASL Fan(atic)'s can meet, compete and exchange ideas on the best game system going. Come on out and refine your knowledge of ASL rules and tactics during four days of ASL hysteria.

The gaming area will "officially" open a 0800 hours on Thursday and will stay open until 2400 hours on Sunday (some players show up early, like Wednesday. Some players show up real early, like Kevin Meyer and Jim Turpin who usually get in a couple of monster scenarios, even switching sides, *before* ASLOK begins).

ASLOK VIII will feature a number of events. The Weekend Tournament (of endurance) consists of nine scenarios played between Thursday and Sunday. NOTE!!! If you start the Weekend Tournament on Thursday, only the first two scenarios you play will count towards the Weekend Tournament. Whenever you're ready, you may take on the next available opponent (seldom a lengthy wait). Scenarios are chosen mutually or randomly from a list of published and unpublished scenarios. Plaques and cash prizes are awarded for First through Third place.

Last year's single elimination Stalingrad Tournament on Thursday seemed to be well received so we've decided to expand on it. This year *eight* single elimination "Theme" tournaments will be held Thursday. Each Tournament will accommodate up to eight players. The winner of each tournament receives a plaque and will start the Weekend Tournament at 2-0 (runner-up will start at 1-0). The "Themes" are: DESERT, PTO, PARTISAN, RED BARRICADES, NIGHT, HEDGEROW HELL, 1943, & DYO. You may enter only one theme tournament. Participants will be chosen on a first-come first-served basis in order of (pre-) registration (preregistrants should list an order of preference for the thematic they wish to enter in the event their first choice is filled).

Bob Barnett and Peter Schmidt will host a Sunday event. We believe this will be similar to their previous Fog of War Team play Tournaments, but with no teams. Further details at ASLOK.

Open play will be available 24 hours a day.

Special guests may again include Bob McNamara, Charlie Kibler and Rex Martin.

REGISTRATION:

\$12.00 Weekend pre-reg by 10/1

\$13.50 Weekend at the door or after 10/1

\$10.00 Weekend Students/Military (No BS)

\$ 5.00 Daily

PRIZES:

Weekend Tournament -

Plaques and cash for 1st - \$75, 2nd - \$50, and 3rd/4th - \$25.

Additional awards will be presented for the most 12's and highest ROF.

SITE:

Quality Inn 16161 Brookpark Rd., Brookpark, OH (about 1 mile from Cleveland-Hopkins Airport)

Ph (216) 267-5100. Free Airport/Motel shuttle is available. Rooms are around \$38/night for a single and \$42/night for a double (up to 4 persons per room). When making reservations, make sure you state that you are part of the OKTOBERFEST.

DIRECTIONS:

(NOTE: Radar detectors are NA vs. Highway Patrol's LASER.)

1. From West - Take I-80 (Ohio Turnpike) to exit 9A, then I-480 East to exit 12. Got to a)
2. From East Coast - Take I-71 to 480 East to Exit 12. Go to 3
3. From Columbus - Take I-71 to 480 East to Exit 12. Go to a)
a) Exit 12 Brookpark RD - Turn right onto Brookpark. Hotel is 1 mile on your left.
4. From Northeast - Take I-90 to I-480 West to Exit 12A. Go to b)
5. From ??? - Take I-77 to I-480 West to Exit 12A. Go to b)
b) Exit 12A Brookpark RD - Turn left onto W 150, then right onto Brookpark. Hotel is about 1/2 a mile on the left.

Unlimited coffee (non-flavored) will be available at no charge for the weekend. Bring your own cup.

T-Shirts - State quantity and size (M,L,XL,XXL) and enclose \$6.50 (XXL \$8.50) per shirt.

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

REGISTRATION

WEEKEND (THURSDAY THROUGH SUNDAY)	QUANTITY	TOTAL
PRE-REG BY 10/1/93	\$12.00	_____
AT THE DOOR OR AFTER 10/1	\$13.50	_____
STUDENTS/MILITARY (NO BS)	\$10.00	_____
BY THE DAY	\$5.00	_____
T-SHIRTS (M,L,XL,XXL) \$6.50/XXL\$8.50		_____
	ENCLOSED	_____

THURSDAY THEME TOURNAMENTS- ROUND 1 must be started no later than 1000hrs.

Only eight slots available for each "theme". First come first serve (by postmark) with paid "pre" registration. Registration by phone is NA. Players wishing to enter a theme tournament should indicate so by placing a "1" in the box of their first choice, "2" in their second choice and so on until they have chosen all the themes they would wish to play in. Choose only those themes you wish to play in.

NOTE: IF MORE THAN ONE PLAYER PRE-REGISTERS ON THIS FORM PLEASE LIST AN ORDER OF REGISTRATION TO ACT AS A TIEBREAKER FOR FILLING THESE SLOTS.

_____ DESERT _____ PTO _____ PARTISAN _____ RED BARRICADES
_____ NIGHT _____ HEDGEROW HELL _____ 1943 _____ DYO

SEND CHECK OR MONEY ORDER TO: BILL CONNER PO BOX 4114
YOUNGSTOWN OHIO 44515-0114. QUESTIONS? CALL FISH AT
1-216-797-9009. GREATER THAN 3 RINGS = ANSWER MACHINE.